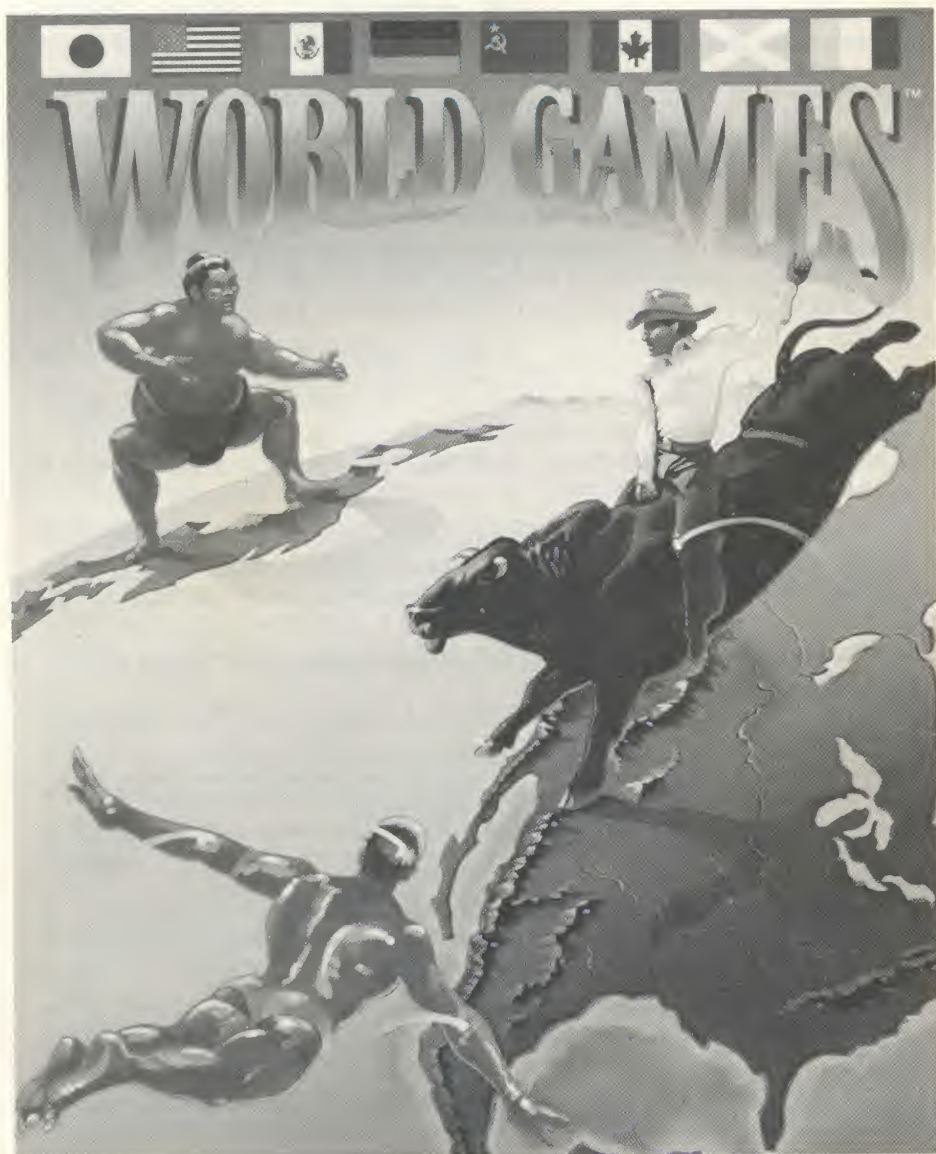# EPYX®

INSTRUCTION MANUAL

for the Commodore 64®/128™ and Atari ST™ Computers

Commodore Program by K-Byte, Atari ST Program by Westwood Associates

INTRODUCTION

Look out, world. Here we come!

You're about to travel the globe with EPYX to compete in eight of the world's most glamorous and unusual sports. From Europe to the Far East, you'll be ocean-hopping to the sites where daring divers sail from rocky cliffs and giants of men match raw power in the sumo ring. You're going to be on *their* home turf. But it doesn't matter. You'll wipe them out.

"Excuse-moi. Wheech way to ze Slalom?"

To become the WORLD GAMES™ champion, you'll ski the Slalom course at Chamonix. Toss an enormous caber in the hills of Scotland. Fly over the ice to jump barrels in Germany. And pump heavy iron in the Soviet Union.

In Japan, you'll go stomach to stomach with a 400-pound sumo wrestler. In Mexico, you'll leap from the treacherous cliffs of Acapulco and in Canada you'll fight for your balance against log-rolling lumberjacks. And, in the States you'll ride the meanest, orneriest bull in the Wild West.

The brand new challenge of eight international events. The glamor of visiting exotic locales. World-class competition reaches new heights of drama, color and excitement in the latest athletic challenge from EPYX.

In any language, you're about to experience the thrills of WORLD GAMES. *Bonne chance!*

OBJECTIVE

WORLD GAMES challenges your competitive skills with a series of athletic contests for one to eight players. The lineup of eight realistic and colorful events takes you on a journey around the world:

> **RUSSIA** — Weightlifting
> **GERMANY** — Barrel Jumping
> **MEXICO** — Cliff Diving
> **FRANCE** — Slalom Skiing
> **CANADA** — Log Rolling
> **UNITED STATES** — Bull Riding
> **SCOTLAND** — Caber Toss
> **JAPAN** — Sumo Wrestling

Practice each event first to sharpen your skills. Then choose your options for competition and let the Games begin. You may represent any of 18 countries as you compete in the events. WORLD GAMES judges each event, keeps scores and awards medals to the winners. The winner gets the gold, a second place finish earns the silver and the third finisher receives a bronze medal.

If you break a "World Record," WORLD GAMES will save your name and display it on a special World Records screen.

Plug in your best joystick. This is the game you've been waiting for. The new thrills of WORLD GAMES are about to begin!

GETTING STARTED

For the Commodore 64® /128™:

- Set up your Commodore 64/128 computer as shown in the owner's manual.
- Plug your joystick into **Port #2.** If you are playing with more than one person, plug a second joystick into **Port #1**.
- Turn the computer and the disk drive ON.
- Insert your game disk into the disk drive with the label facing up and the oval cutout pointing towards the back. You will be prompted when to turn the disk over to the other side.
- Type **Load "*",8,1** and press the **RETURN** key.

With the EPYX FAST LOAD™ Cartridge:

- Turn the disk drive and computer on.
- Insert your WORLD GAMES disk with the label side facing up.
- Press and hold the **C =** (Commodore) key and the **RUN/STOP** key to load the program.

For the Atari ST™:

- Set up your ATARI ST computer as shown in the owner's manual.
- Plug your joystick into **Port #1,** as shown in the Owner's Manual. If you are playing with two players, remove the mouse cable and insert the second joystick.
- Insert the WORLD GAMES disk into disk drive A. You will be prompted when to remove the disk and insert the disk labeled Disk 2.
- Turn ON the computer. The program will AUTOBOOT. If your computer is already on, press the **RESET** button on the back of the computer to restart.

STARTING PLAY

When the WORLD GAMES title screen appears, press the **FIRE BUTTON** on your joystick to load the menu screen. The WORLD GAMES menu offers a choice of seven options for practicing and competing in the events. To make a selection, use your joystick to move the cursor to one of the options and press the **FIRE BUTTON**. You may also select an option by typing the corresponding numbered key.

OPTION 1: Compete in All The Events

Compete in all eight events: Weight Lifting, Barrel Jumping, Cliff Diving, Slalom Skiing, Log Rolling, Bull Riding, Caber Toss and Sumo Wrestling. The computer tallies the number of medals awarded to each player as you compete.

- To enter your name, type your name on the keyboard and press **RETURN**. (Or press **RETURN** to return to the menu without entering name.)
- To choose your country, use the joystick to move the cursor to the flag of your choice, then press the **FIRE BUTTON** to make the selection. (On the C64/128 you can type **S** to listen to each anthem.)
- Repeat the name and country selection for each additional player (up to eight). When all players' names and countries are entered, press **RETURN**.
- A verification screen appears. If all names and countries are correct, select *YES* with the joystick and press the **FIRE BUTTON**. If you need to make any changes, select *NO* with the joystick. (On the C64/128 you can also type **Y** or **N** to select.)

OPTION 2: Compete in Some Events

Similar to OPTION 1, but you compete only in the events you select.

- Use the joystick to choose the event, then press the **FIRE BUTTON**. (On the C64/128 you can also type the event number.)
- The events you select will be displayed in white.
- When you are finished selecting the events, move the cursor to the word DONE and press the **FIRE BUTTON.**

OPTION 3: Compete in One Event

Similar to OPTIONS 1 and 2, but you compete only in the event you select.

- Use the joystick to choose the event, then press the **FIRE BUTTON**. (On the C64/128 you can also type the event number.)

OPTION 4: Practice One Event

- Use the joystick to choose the event, then press the **FIRE BUTTON**. (On the C64/128 you can also type the event number.)

Note: No scoring records are kept during practice rounds.

OPTION 5: Number of Joysticks

For one player, plug your joystick into **Port #2** and select **1**.
For two or more players, plug in two joysticks and select **2**.

■ Select **1** or **2** by pressing the **FIRE BUTTON**.(On the C64/128 you can also type the number.)

OPTION 6: See World Records

Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.

■ Press the **FIRE BUTTON** to return to the menu.

OPTION 7: Include Travelogue

Displays the location and description of each event before you compete.

■ Press the **FIRE BUTTON** to select NO if you don't want to see the descriptions. Select YES if you would like to read them before each event.

THE GAMES

 # Weightlifting

The scene for this event is Russia, home of the best Olympic weightlifters in the world. The Soviets have ruled the "Iron Game" since 1960, when 360-pound giant Leonid Zhabotinsky squashed his competition by hoisting 1262 pounds in three lifts. Weightlifting is more than a test of strength—it is also a sport of strategy and style. The "snatch" and "clean and jerk" require timing, skill, and determination.

■ *In practice rounds,* select the type of lift by moving the joystick **FORWARD** or **BACK**. Press the **FIRE BUTTON** to continue.

■ *In competition,* you must complete the "snatch" before competing in the "clean and jerk."

■ To select the weight, move the joystick **LEFT** or **RIGHT**. Press the **FIRE BUTTON** to continue.

■ If no lifter wants to increase the weight after a successful round of lifts, the judges raise the weight 5kg.

■ Press the **FIRE BUTTON** to begin the lift.

■ A total of three attempts at each type of lift are allowed for each player in the weight lifting competition.

The Snatch:

Several up and down joystick movements are necessary to complete a successful **Snatch**, and each must be made at the right moment.

- To bend down and grasp the bar, pull the joystick **BACK**.
- To begin lifting the bar, push the joystick **FORWARD**.
- During the lift, pull the joystick **BACK** to drop underneath the bar and "snatch" it over your head.
- To stand up from the squatting position, push the joystick **FORWARD**.
- When two or more judges' lights in front of the platform turn WHITE, pull the joystick **BACK** to lower the weights back down to the floor.

The Clean and Jerk:

A successful lift is even harder in the **Clean and Jerk**—extra up and down movements are required, timing is more critical, and you'll need to rest to "gather your strength" momentarily before each part of the lift.

- To grasp the bar, pull the joystick **BACK**.
- To begin lifting the bar, push the joystick **FORWARD**.
- During the lift, pull the joystick **BACK** to "clean" the bar and drop into a squat with the bar resting on your chest.
- To stand up from the squatting position, push the joystick **FORWARD**.
- To "jerk" the bar above your head, pull the joystick **BACK** again.
- To straighten your legs and complete the lift, push the joystick **FORWARD** one more time.
- When two or more judges' lights in front of the platform turn WHITE, pull the joystick **BACK** to lower the weights to the floor.

SCORING: The winner is the lifter who successfully lifts the greatest weight. At least two of the judges must give white success lights for a lift to be considered successful. The judges vote on the accuracy of your timing. Two "hesitant" white votes mean your timing was poor. Three quick white votes mean your timing was perfect.

TIMING: As the weight increases, timing becomes more critical. The right moment to clean the bar to your chest is easy to judge at lower weights, but extremely difficult as the Clean and Jerk approaches 200 kg. After you clean the bar, wait the right amount of time to gather your strength for the final lift. Too short and the lifter isn't ready, too long and his strength gives out. The key to learning the timing is practice. Practice, practice, practice.

STRATEGY: The key to strategy in weightlifting is knowing when to increase the weight—and how much to increase it. Know your limits and those of your opponents. A sudden 50 kg. increase may knock your opponents out of the competition—but make sure you can lift the weight before you take the gamble!

Barrel Jumping

Barrel jumping takes you to Germany, where skaters compete to jump over the most barrels in a single attempt. The sport started about 300 years ago in Europe where ice skating was a common form of transportation. In their dash before take-off, jumpers hit speeds above 40 m.p.h., risking painful bruises if they fail to clear the last barrel. However, barrel jumpers keep protective gear to a minimum for lighter weight and longer leaps.

- To choose the number of barrels to jump, move and *hold* the joystick **LEFT** or **RIGHT**. Press the **FIRE BUTTON** to continue.
- Your skater appears on the ice ready to start. Press the **FIRE BUTTON** to begin skating.
- To move the skater's legs, move the joystick **LEFT** and **RIGHT**, alternating in rhythm with the movement of his legs.
- To skate faster, maintain your joystick movements in rhythm with his legs.
- To jump, press the **FIRE BUTTON**. The flag indicator on the ice shows a good take-off point for most jumps.
- To prepare for landing, pull the joystick **BACK**.
- Each player is allowed three attempts.

SCORING: The winner is the skater who clears the greatest number of barrels in one of their attempts with a successful landing.

STRATEGY: Build up as much speed as possible before jumping. The length of the jump depends on the speed at take-off. The timing of the jump is also important. If you jump too soon, you may not clear the last barrel—but if you jump too late, you may crash into the first barrel.

Cliff Diving

The cliffs of sunny Acapulco, Mexico, provide the setting for this dangerous sport. High on a cliff named La Quebrada ("the break in the rocks"), courageous divers launch themselves from a craggy ledge toward the crashing surf far below. To avoid the rocks at the cliff base, divers have to jump outward 27 feet during their 118-foot descent. Diver Raul Garcia has taken the leap from La Quebrada over 35,000 times.

- To select the height of your dive, push the joystick **FORWARD** or pull **BACK**. Press the **FIRE BUTTON** to prepare for the dive.
- Your diver will appear on the ledge you selected. Press the **FIRE BUTTON** to start the dive.
- To arch your back during the dive, push the joystick **FORWARD**.
- Before you enter the water, pull the joystick **BACK** to straighten out and complete the swan dive.
- To avoid hitting the bottom surface under the water, move the joystick **LEFT** immediately after entering the water.
- Each player is allowed three attempts.

SCORING: Each diver is scored on the style and height of his dive. Smoothly executed swan dives score the highest style points. The highest scores are obtained with perfect swan dives from the highest ledge on "La Quebrada," while barely missing the rocks at the foot of the cliff.

WIND: The wind velocity for each dive is indicated by the length of the arrow at the top of the screen. The stronger the wind, the longer you must keep your diver's back arched to avoid the rocks.

STRATEGY: The depth of the water varies as waves go in and out. Try to time your dive in order to enter the water at its maximum depth. To achieve a better score, try to barely miss hitting the rocks near the foot of the cliff by arching your back as long as necessary during the dive. Also remember, that holding the joystick **LEFT**, **RIGHT**, **FORWARD**, or **BACK** at the time of your leap adds extra velocity in that direction.

Slalom Skiing

The setting for this event is Chamonix, France, where the first Winter Olympics took place in 1924. Skiing originated in Norway thousands of years ago. Ski racing dates from the earliest days of skiing in Norway, and modern slalom racing probably evolved from old traditional Nordic obstacle races. Slalom courses are designed as a test of reflexes, agility, precision and control. Of course, speed is vital—but skiers rarely exceed 25 mph in the slalom.

- To start skiing down the course, press the **FIRE BUTTON**.
- Control your skier's turns by moving the joystick **LEFT** or **RIGHT** to turn in that direction.
- Press and *hold* the **FIRE BUTTON** as you move the joystick to increase your speed and turning sensitivity (how sharp you turn).
- Complete the course by passing through each gate. A gate is two flags of the same color—you must pass between each pair of flags.
- The gates alternate colors, so you must ski between blue flags, then red flags. Missing a gate adds a five second penalty.

SCORING: The winner is the skier who successfully completes the course with the fastest time. You will be disqualified if you fall. If you collide with a gate head-on, you'll "wipe out."

STRATEGY: Sharp turns slow you down. Try to use moderate turns as often as you can, timing each turn to position yourself for the next gate. As you pass through one gate, you should be setting up your approach for the next gate down the hill.

Log Rolling

Log rolling brings a visit to Canada, where two lumberjacks try to dislodge each other from a large floating log, spinning it back and forth until one contestant plunges into the icy river. (Splash.) Needless to say, log rolling requires great balance and agility. Log rolling began in Canadian lumber camps around 1840. The novice lumberjack always gets the same piece of advice: "Never take your eyes off your opponent's feet."

- You may compete against another person or the computer.
- When "PRESS YOUR BUTTON" appears on either half of the screen, the player whose name appears on that half must press the joystick **FIRE BUTTON**. The next player does the same. This begins the event.
- To move the lumberjack's legs, move the joystick continuously **LEFT** and **RIGHT**. Stay in rhythm with the log or you may lose your balance.
- To slow the rolling of the log from forward or backward, and change its direction, press the **FIRE BUTTON** while running.
- Each player gets three attempts.

SCORING: The winner is the last lumberjack to remain on the log. A scoring bonus is awarded to the winner based on the balance of the two contestants. A balance meter is displayed at the bottom of the screen. You score points whenever your balance is better than your opponent's. Scoring also depends on the length of the event; if you take too long to finish off your opponent, you'll receive a lower score.

BALANCE: Establish a rhythm with your lumberjack's legs; if you don't build speed at the correct rate he may lose his balance. The computer keeps balance meters (shown at the bottom of the screen) for both players. When a lumberjack is off-balance, his arms extend to help him recover.

STRATEGY: Make your opponent lose his balance by stopping the log, then changing the direction of the log's rotation quickly back and forth. Finish off your opponent by rolling the log rapidly in the direction that will cause him to fall off.

Bull Riding

Bull riding is the most dangerous event in rodeo, a sport born over 100 years ago in the American West when cowboys challenged each other to contests of riding and roping for entertainment. The rider sits bareback on a wild bull weighing two-thousand pounds or more, and holds onto a rope to avoid being thrown. When a rider falls in real competition, rodeo clowns draw the bull's attention so the cowboy can escape.

- To choose which bull you want to ride, move the joystick **FORWARD** or **BACK**. The bulls are named (from easiest to hardest) Ferdinand, Elmer, Bob, Tornado and Earthquake.

- Press the **FIRE BUTTON** to start the event.

- To respond to the bull's movements, hold the joystick as follows:

  ◻ **BUCK:** If the bull is bucking, hold the joystick **LEFT** or **RIGHT**, in the direction that the bull is moving.

  ◻ **SPIN:** Pull the joystick **BACK** to stay on the bull when it is spinning around.

  ◻ **HALT:** Hold the joystick **LEFT** or **RIGHT** in the *opposite* direction that the bull is moving. (ie. If the bull faces left move the joystick **RIGHT**.)

SCORING: Scoring is based on style and length of the ride. The length of a ride is eight seconds. Riding harder bulls is worth more points. For the highest scores, ride Earthquake...if you dare.

STRATEGY: Try to anticipate the bull's moves correctly. Quick response to each move is the key to finishing a ride. The practice mode allows another player to control the bull's actions. Use this to develop a fast response to all of the moves a bull can make.

Controlling the bull with the joystick in practice mode:

FORWARD: 360° spin. The bull makes a full circle.

FORWARD WITH FIRE BUTTON PRESSED: 540° spin. The bull spins through a circle and a half.

CENTER JOYSTICK: The bull bucks and runs.

BACK: The bull halts suddenly. Guaranteed to throw the toughest hombre.

Caber Toss

The heather-splashed hills of Scotland are the birthplace of the ancient Caber toss. In this famous event from the Scottish Highland Games, athletes lift and throw a tree trunk the size of a small telephone pole. Cabers vary in size, but once tossed successfully they can never be shortened. The Braemar caber, one of Scotland's greatest challenges, is 19 feet long and weighs more than 120 pounds.

- To run with the caber, move the joystick **LEFT** and **RIGHT** in rhythm with the athlete's feet. To gain speed, increase the tempo of the rhythm smoothly.
- To plant your feet and throw the caber, press and *hold* the **FIRE BUTTON**.
- As the caber pivots in your hands, *release* the **FIRE BUTTON** to complete the throw. If you release too soon or too late, the caber may not flip correctly.

SCORING: The caber must flip over completely for a legal toss. The toss that travels the farthest distance wins the event.

STRATEGY: The secret to the longest throws is building up your speed before the toss, while conserving as much energy as possible. The player who learns how to reach top speed the fastest will usually win the event. Be careful not to run any farther than necessary to build up your speed—long runs with the heavy caber will only sap your strength.

Sumo Wrestling

Sumo is an ancient Japanese sport with many traditions. Two huge wrestlers grapple in a clay-surfaced ring, trying to topple each other to the ground or push each other out of the ring. In one part of the elaborate pre-match ceremonies, the contestants throw salt to purify the ring. Japanese boys must weigh 160 pounds at the age of 13 to enter sumo apprenticeship, and today's professional sumo wrestlers often weigh 400 pounds.
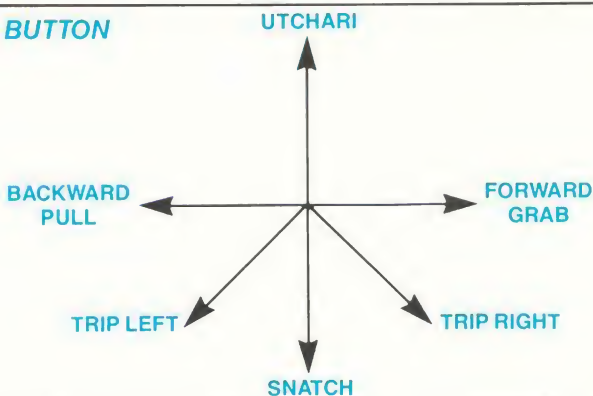
- Press the **FIRE BUTTON** to begin the event and go into the crouch.
- Control your wrestler by *repeatedly* moving the joystick as indicated for the following wrestling moves:

FOREARM

BACKWARD
PUSH

FORWARD
PUSH

BACKWARD
SLAP

FORWARD
SLAP

SLAP

■ Press and *hold* the **FIRE BUTTON** to attempt to grasp your opponent's belt. Then perform one of the following moves by repeatedly moving the joystick in the direction indicated, while still holding the button down.

WITH FIRE BUTTON

UTCHARI

BACKWARD
PULL

FORWARD
GRAB

TRIP LEFT

TRIP RIGHT

SNATCH

■ The computer maintains stamina and balance factors for each wrestler.

■ *Release* the **FIRE BUTTON** to let go of your opponent's belt.

■ The first wrestler to leave the ring or touch the ground with any part of his body but the feet loses the match.

Note: *The diagrams shown above are for the wrestler on the* **left** *side of the ring. If your wrestler is on the* **right** *side, all directions are flipped according to the direction he is facing (i.e. a* **FORWARD GRAB** *or* **PUSH** *would be a joystick movement to the* **LEFT***).*

SCORING: Scoring is based on reaction time—both yours and that of your opponent. The player who can execute moves the quickest will get the highest scores. If you throw your opponent to the ground or push him out of the ring, you'll receive enough points to win the match. The shorter the match, the higher your score.

STRATEGY: Timing is important to success in the sumo ring. When you perform a move with the **FIRE BUTTON** pressed, be sure to release the button at the proper time to complete the move successfully. You can learn the timing through practice. Also keep in mind that the Utchari is a good strategic move. Try using it when you're about to be pushed out of the ring.

WORLD GAMES SCORING

AWARDS CEREMONY

After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

CHAMPION CEREMONY

If the players compete in all WORLD GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

<div align="center">

Gold Medal = 5 points
Silver Medal = 3 points
Bronze Medal = 1 point

</div>

The points are totaled after all events have been completed, and the player with the most points is honored as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

WORLD RECORDS

If a world record is achieved in any event, WORLD GAMES saves the name of the record-breaking player. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

CONTINUING PLAY

For the Commodore 64/128™:

To restart WORLD GAMES at any time, press and hold the
RUN/STOP and **RESTORE** keys at the same time. The program
will reboot to the beginning of the game.

For the Atari ST™:

To restart WORLD GAMES, press the **RESET** button on the back of
the computer to reboot to the main menu.

IT TAKES A SPECIAL KIND OF ATHLETE TO COMPETE IN THE GAMES.

- *Select one of eighteen different countries to represent and listen to their national anthems.*

- *Watch the fascinating opening and closing ceremonies.*

- *Play against the computer or with seven other players. Includes: Bobsled, Figure Skating, Hot Dog Aerials, Freestyle Skating, Ski Jump, Speed Skating and Biathalon.*

- *Beat the world records and become the world champion!*

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